

DIR("L",#)	codes.
DIR("S")	Screen for pointer, set-of-code, and list/range reads
DIR("T")	Time specification to be used instead of DTIME
DIR("?")	Help displayed when the user enters a single question mark
DIR("?",#)	
DIR("??")	Help displayed when the user enters a double question mark

Output Variables-Always Returned

X	Unprocessed user response
Y	Processed user response

Output Variables-Conditionally Returned

Y(0)	External form of response for set, pointer, list, and date
DTOUT	Defined if the user times out
DUOUT	Defined if the user entered an up-arrow
DIRUT	Defined if the user entered an up-arrow, pressed the Enter/Return key, or timed out
DIROUT	Defined if the user enters two up-arrows

B. Required Input Variables (Full Listing)

DIR(0) DIR(0) is the only required input variable. It is a three piece variable. The first character of the first piece must be defined (or first 3 characters for DD-type). Additional characters of the first piece and the second two pieces are all optional.

The first character of the first up-arrow piece indicates the type of the input to be read. The second piece describes parameters, delimited by colons, to be applied to the input. Examples are maximum length for free text data or decimal digits for numeric data. The third piece is executable M code that acts on the input in the same manner as an INPUT transform. The acceptable types are shown below:

DIR(0) (Summary)

DIR(0) Read Type	Piece-1 First Charac- ter (re- quired)	Subsequent Characters (optional)	Piece-2 Format	Piece-3 Executable M code (optional)
Date	D	A,O	Minimum date:- Maximum date:%DT	code
End-of- Page	E	A	--	--
Free- text	F	A,O,U	Minimum length: Maximum length	code
List or range	L	A,O,C	Minimum: Maximum: Maximum decimals	code
Numeric	N	A,O	Minimum: Maximum: Maximum decimals	code
Pointer	P	A,O	Global Root or #:DIC(0)	code
Set of Codes	S	A,O,X,B	Code: Stands for;Code: stands for;	code
Yes/No	Y	A,O	--	code
DD	#, #	A,O	--	code